

REHEARSAL REPORT #27

10/17/17 | RJO Stage | Version 1 | Subject to Change



TODAY'S SCHEDULE		WEDNESDAY'S SCHEDULE	
8:30 AM	Jonah In for Notes	1:00 PM	Props and LX Notes
10:00 AM	Altar Paint Notes	2:00 PM	Sound Notes
2:00 PM	LED Tape Installed to Altar, Jon set up SM Console, backstage, Lisa to add detail to the altar	5:30 PM – 6:00 PM	Deck Clear
5:00 PM	Altar onstage for Lighting	6:00 PM – 7:00 PM	SM Deck/ Intermission Shift Rehearsal
5:30 PM	Deck Clear	7:00 PM – 7:15 PM	Cast Into Fight Call Costumes
6:00 PM	SM Deck	7:15 PM – 7:30 PM	Fight Call
6:30 PM	Cast Into Fight Call Costumes	7:30 PM – 8:00 PM	Half Hour
6:45 PM	Fight Call	8:00 PM – 10:30 PM	Final Tech/ Dress Rehearsal (Photographer Present)
7:00 PM	Half Hour	10:30 PM – 11:00 PM	Production Meeting
7:30 PM	Tech/ Dress Rehearsal		
7:40 PM	Run-through Act I (43:08)		
8:23 PM	Intermission Break		
8:40 PM	Run-through Act II (51:49)		
9:33 PM	Break		
9:34 PM	Director Notes		
10:20 PM	Production Meeting		
11:00 PM	End of day		

GENERAL

1. We had a lovely run tonight and we're in good shape for the final dress rehearsal tomorrow! Tonight, Act I was 43:08, and Act II was 51:49, for a total runtime of 1:34:57.

From PM:

2. Tech Tables will be struck tomorrow during the day, unless otherwise specified to production supervision.
3. Please be sure to clear the theater of all trash. We saw a mouse in the house today!
4. Our photographer will be taking pictures of the Final Dress tomorrow night. Please keep the first 2 rows clear of your belongings so he has a path.

SCENIC

From PM:

1. The holes for the scone wires will be drilled tomorrow.
2. Scenic will look at the SL window panel.
3. Charles and Ron will solidify an Act 1 bookshelf look. The Act 2 books are preset for you to remove as needed.
4. The Crucifix and necessary attachments will be ready for tomorrow's rehearsal.
5. Sarah and Ron, could you please give Production Supervision a head count for strike either tomorrow or Thursday? We need to order strike pizza before Friday.



PROPS

From PM:

1. See Scenic Note #3
2. Ron will provide SM with the updated photo for the Act 1 bookshelves look.
3. Props will help LX with the dysfunctional candles.
4. One of the larger bags will be stuffed a little fuller to match the size/shape of the dummy body bag. (It will be dedicated and the farthest SL bag)

COSTUMES

From PM:

1. Simone and the shop will rework Jack's hat.
2. Jack will wear the smaller eye patch from now on.
3. The trim will be on Jack's doublet tomorrow.
4. Simone and Brian have a few makeup notes.

LIGHTING

From PM:

1. See Props Note #3
2. See Scenic Note #1
3. Daniel has a few cueing/timing notes to work out.
4. Mitchell and team will come in tomorrow to dead hang the black light from the grid.
5. Scenic pointed out that the Act 2 SL stained glass window is a little dark, Daniel will look at it and see if he has any units available.
6. See PM Note #1.

SOUND

From PM:

1. The color camera was functional tonight!
2. Lost monitors on the rail, but OA helped troubleshoot.
3. Arshan will be in tech tomorrow night.
4. Vinny will have the pre-show announcement prepared for tomorrow's final dress.
5. Vinny will reduce the delay in the start of the music for the scene change between Act 1 Scene 1 and Act 1 Scene 2.
6. See PM Note #1.

VOCAL COACH

1. No notes today; thank you!

ACTING COACH

1. No notes today; thank you!

COMPANY / GENERAL MANAGEMENT

1. No notes today; thank you!



STAGE MANAGEMENT

From PM:

1. SM will have a cue light called for Martin's entrance in the scene where Marie is lifted on Jack's back.

PRODUCTION MANAGEMENT

From PM:

1. We will be striking tech tables tomorrow. LX can assist with striking power in the afternoon. Andrew Will will be in at 1p to strike comm.
2. Production Supervision will also be removing the stair units tomorrow. We would like some assistance from OA, if possible.

OFFICE OF THE ARTS

From PM:

1. **Top of Day tomorrow is 1p**
2. See Production Management Note #2.
3. We had a mouse in the house! We are making sure trash is not left out. Our friend was last seen scurrying near the FOH mix position.